

ABSTRACT OF THE DISCLOSURE

The present invention provides a method for playing a computer-based solitaire game including the steps of retrieving an input from an internet server to a computer, playing and scoring the game according to the input. The internet server and the computer are intermittently connected during the game and the input comprises a scoring method and a game pattern which are controlled and predetermined by the internet. The present invention also provides a computer-based solitaire game comprising a network connection to an internet server for retrieving an input and for comparing scores, and a control system for a player having means for operating on the input and means for displaying the input and the comparison results to the player. The input comprises a scoring method and a game pattern which are controlled and predetermined by the internet server, and the game pattern comprises game features and graphic elements. The present invention further provides a method for operating a tournament game over the internet having the steps of establishing communication between a central server and a player's computer, downloading an input onto the player's computer, re-accessing periodically to the player's computer from the central server, transferring information relating to player's identity, the game, and result to the central server, comparing scoring results from multiple players in the central server according to the tournament structure, displaying the comparison results on the player's computer, and continuing playing the game according to results and the tournament structure.